

Kerbal Space Program - Bug #18358

Landing Legs exploding on landing - Duplicate

04/04/2018 04:02 AM - vkihyone

Status:	Duplicate	Start date:	04/04/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Parts		
Target version:			
Version:	1.4.2	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game, Making History		

Description

When landing a craft the landing legs will almost always explode. I have included the craft file. all you have to do is launch it and with the craft thrust at 0 release the gantry and watch either the legs of the ship explode and sometimes even the entire launch pad explode. I have included a screenshot of the debug screen report.

Related issues:

Is duplicate of Kerbal Space Program - Bug #18286: Landing struts extremely brittle since recent updates... **Closed** **03/29/2018**

History

#1 - 04/04/2018 09:20 PM - jclovis3

- Subject changed from Landing Legs exploding on landing to Landing Legs exploding on landing - Duplicate

This bug reported in Bug [#18286](#) (Landing struts extremely brittle since recent updates) which links to many other partial detail variants, and thus is a duplicate.

#2 - 04/05/2018 08:54 AM - Squelch

- Is duplicate of Bug #18286: Landing struts extremely brittle since recent updates. added

#3 - 04/05/2018 08:54 AM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Files

persistent.loadmeta	348 Bytes	04/04/2018	vkihyone
persistent.sfs	74.2 KB	04/04/2018	vkihyone
Bug1.craft	48.6 KB	04/04/2018	vkihyone
screenshot0.png	1.74 MB	04/04/2018	vkihyone